

# A.P.B.

This is the city. A dangerous place, full of crooks as slimy as an earthworm in the rain. The streets are loaded with them. Officer Bob has just graduated from the Academy and is as gung ho as a kid on the first day of school. He truly believes he can single-handedly clean up the city. Who knows? Maybe he can. But the crooks don't think so. Neither does Sergeant McCones, the hot-headed duty boss who is quick to deliver a scorching lecture if Officer Bob tickets too many demerits. Can officer Bob succeed where dozens of others have failed?

## GETTING STARTED



1. Insert the A.P.B. game cartridge described in the Atari Lynx Owner's Manual.
2. Turn on your Lynx Portable Color Entertainment system.
3. Press A or B twice to clear the title screens. The Day One Quota Screen appears. This screen shows Officer Bob's objectives for the first day on the job. Since he begins on the training course, his quota is light.
4. Press A to begin the game.

## PLAYING THE GAME

DAY 1 QUOTA  
2 CONES

Officer Bob must search the city for law breakers and criminals. He starts every day at the police station. After meeting his quota at the end of the day, he can get more points by returning to the station.

Officer Bob starts his career on the Police Training Course. This first day is important because it helps Officer Bob learn about his car and get a feel for the job.

The game screen is divided into two sections. The right side of the screen shows information about Officer Bob's progress toward the day's quota.

## YIELD

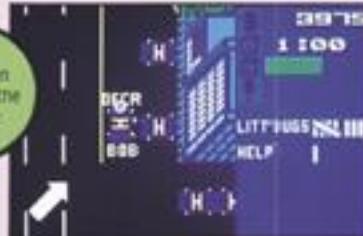


**Quota:** The day's quota requirements also appear in the information area. Each violator Officer Bob must catch appears as one hash mark. As Officer Bob catches the crooks, the hash marks disappear. When all hash marks are gone, Officer Bob has met his quota and may return to base.

At the end of a day the scoring screen will appear to let you know how your score compares to the daily quota. To speed through these screens, press A and B simultaneously.

The left side of the screen shows Officer Bob's car as it races through the streets in search of violators. The A button is the gas pedal. The B button turns on the siren to honk. Once you buy a gun, press Option 1.

The information area shows the following:



**Score (Money):** Shows the current score.

**Fuel:** Shows how much fuel is left in the tank. The fuel gauge gets smaller as Officer Bob uses gas. When the fuel level starts to get low, the indicator turns red and it's time to find one of the gas stations scattered throughout the city. If Officer Bob runs out of gas, his day ends.

**Time:** Shows how much time is left for the shift. Officer Bob can give himself more time by taking donut breaks. Officer Bob will find donuts all over the city. Sometimes they are in donut shops, other times they are lying beside the road. Officer Bob doesn't care where he finds the donuts—any old donut tastes pretty good to him and gives him enough energy to work a little longer. There are even drive-thru donut shops—they give the most time, but are only good for one stop each day.

## TO CATCH A THIEF

Officer Bob must face a variety of criminals. The most common are the traffic violators. To arrest a traffic violator, Officer Bob must point his crosshair at the offender and turn on his siren. Some offenders can only be stopped if you hit them while blaring your siren.



Here are 4 of the 15 grungy gangsters roaming the streets in A.P.B.



FREDDY FREAK: You could find this Dope Peddler on Highway 10.



PHILIP FUSE: This terrorist throws bombs at police along Highway 10.



COOL HAND DUKE: On Highway 00 you may run into this hooligan. He'll shoot at you from behind.



BERNIE GAS MAN: If you see him on Highway 10 you could meet this dirty amok.

**ITEMS:** Officer Bob must remain alert at all times to spot violators and locate special items. Officer Bob can find the following items:



### Money Bags

Money bags are hidden all over the city. To pick up a money bag, Officer Bob must run over it. Money bags contain various random treasures, including bonus points, hints, erased demerits, among others. Sometimes, they even include coins to pay up Officer Bob.

### Donuts

Every good cop needs donuts. Officer Bob can find donuts at donut shops, road-side donut trucks, or scattered by the side of the road. Picking up donuts gives Officer Bob enough energy to work a little longer, especially the nice fresh donuts at donut shops.

**Demerits:** Officer Bob gets a demerit whenever he does something wrong or fails to meet his quota. If Officer Bob gets 10 demerits, he will lose his job and go back to civilian life. That means no more donuts. Whenever Officer Bob gets a demerit, a hash mark appears next to the demerit icon. Officer Bob will get demerits for the following actions:

- Running over a pedestrian
- Running into any object that makes his car explode
- Running into cars without using the siren
- Running out of gas
- Failing to meet the quota lone demerit for each missed quota mark

One demerit is erased for every 5,000 points earned or when Officer Bob finds certain money bags.

As Officer Bob gains experience, he will see All Points Bulletins (APBs). An APB calls for the arrest of a major criminal. Capturing one of the criminals and running him or her into the station will satisfy the daily quota. To capture an APB, Officer Bob must ram the offender's car several times with the siren on. The most dangerous crooks must be rammed many times before they will give up. Violators include the following:

- Litterbugs who throw objects from their cars.
- Honking Taxis which speed and blow their horns.
- Dopers who smoke illegal substances in the back of their trucks.
- Hitchhikers who stand by the side of the road, looking for a free ride.
- Distressed Vehicles which are broken down. Their drivers shout for help as Officer Bob approaches.



- Drunk Drivers weaving down the road in orange trucks.
- Assault Bikers who throw explosives into the air.
- Murderers who throw dynamite out of their dark cars.
- Speeders in souped-up red cars terrorize the roads.



Chasing down murderers is risky business for Officer Bob. He never knows when dynamite could end up in his lap. Help him avoid getting blown up while catching the bad guys.



### Shops

Usually every other day, the police force budget allows Officer Bob to stop at gas station shops. Shops contain upgrades for Officer Bob's car. These upgrades include:

- Acceleration—More power for those quick starts.
- Brakes—Make the car stop faster.
- Higher Speed—A higher top speed.
- Radar—Help other cars to determine their speed (gives you more points when making arrests).
- Gun—Used to take out criminals. Be careful, hitting innocent vehicles earns you a Demerit.

To purchase an item, use the joystick to scroll through the selections, then press A or B to make a purchase.



## SCORING

### Object

Points: Double Points

Officer Bob receives double points after the quality is met or when factor is used.

Time Bonus:

10 seconds per second remaining when Bob returns to the station.

Quota Bonus:

20 seconds per quota item met.

Gas Bonus:

10 seconds per gallon of fuel remaining in the 10-gallon tank.

Explosion Bonus:

Capturing 100, 200, or 300 points by quota and returning to the station before time runs out.

No Demerit Bonus:

1000 seconds if you finish the day with no demerits.

A.P.B. Capture:

1000 points if you finish the day with no demerits.

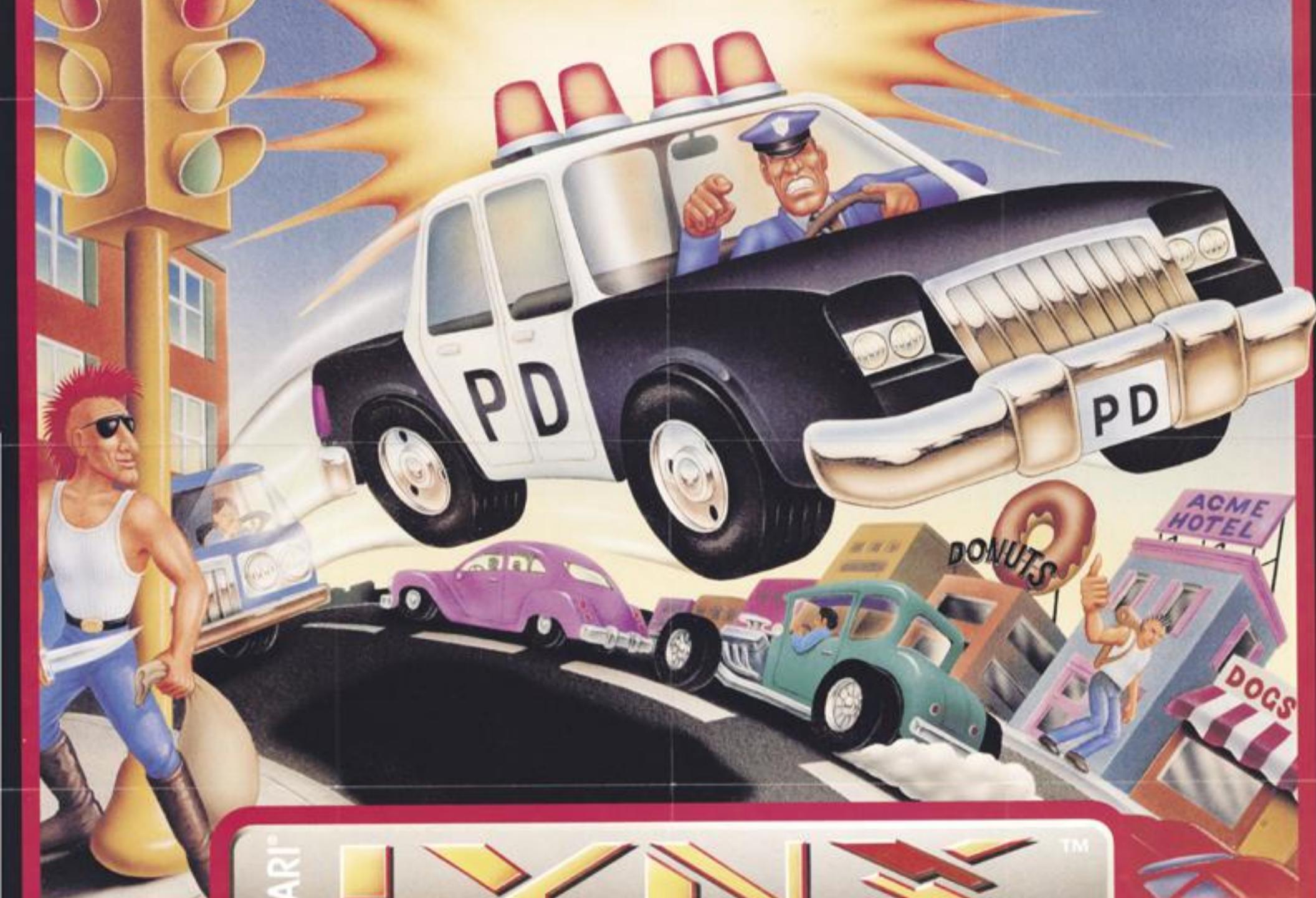


## STRATEGY

Look for donuts everywhere. Sometimes criminals can be found off-road. Using the siren too often keeps criminal straight. This may make the city safer, but Officer Bob will never meet his quota. Press A or B simultaneously to quickly bypass the screens between levels.

See  
reverse  
Side for  
Instructions

# RAP BOP™



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